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## LOADING INSTRUCTIONS

### Spectrum Cassette

48K ZX Spectrum, ZX Spectrum Plus or ZX Spectrum 128 with cassette player, ZX Spectrum +2, Spectrum +3.  
You are advised to disconnect all hardware from the rear edge connector with the exception of your joystick interface (if any). When using a Sinclair Interface 2 or the ZX Spectrum +2 plug the appropriate joystick into port 1. Unless using a ZX Spectrum +2 connect a cassette player to the computer in the usual manner. ZX Spectrum +2/+3 and 128 users should select 48K mode. Rewind the cassette if necessary, enter **LOAD\*\*** on the computer keyboard and press the **ENTER** key. Press the **PLAY** key on the cassette player. The game takes a few minutes to load.

### Spectrum +3 Disc

You are advised to disconnect all hardware from the rear edge connector with the exception of your joystick interface (if any). Place the disc in the drive and press the **ENTER** key.

### Amstrad Cassette

Amstrad CPC 464  
Amstrad CPC 664 or Amstrad CPC 6128 with cassette player and suitable leads.  
Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and enter **1 TAPE** and press the **ENTER** key. Place the cassette in the player, rewind if necessary and press the **CTRL** and **ENTER** keys. Press the **PLAY** key on the cassette player and then any key on the computer keyboard.  
The game takes a few minutes to load.

### Amstrad Disc

Amstrad CPC 6128 or Amstrad CPC 664.  
Amstrad CPC 464 with disc drive.  
Amstrad CPC 464 users should connect a disc drive to the computer and enter **1 DISC** and press the **ENTER** key. Place the disc in the drive and enter **RUN-DISC** and press the **ENTER** or **RETURN** key.  
The game takes a few seconds to load.

### Commodore Cassette

Commodore 64 or Commodore 128 with suitable cassette player.  
You are advised to disconnect all hardware from your computer. Connect the cassette player to the computer, place the cassette in the player and rewind if necessary. Press the **SHIFT** and **RUN/STOP** keys on the computer keyboard and press the **PLAY** key on the cassette player. The game takes a few minutes to load.

### Commodore Disc

Commodore 64 or Commodore 128 with disc drive.  
You are advised to disconnect all hardware from your computer. Connect the disc drive to the computer and place the disc in the drive. Enter **LOAD\*\*\*,8,1** and press the **RETURN** key. The game takes a few seconds to load.

### Atari ST

Atari 520 ST series or Atari 1040 ST series with disc drive if necessary.  
You are advised to disconnect all hardware from your computer except a disc drive. Place the disc in the drive and press the **RESET** button. The game takes a few seconds to load.

### Commodore Amiga

Amiga A500, A1000, or A2000.  
You are advised to disconnect all hardware from your computer. Place the disc in the drive and switch your computer on. The game takes a few seconds to load.

## SCENARIO

Federation storage depots have been raided by pirates, taking valuable minerals, jewels, ammunition and the latest battle weaponry. You have been commissioned by the Federation to retrieve the cargo and return it to a storage depot within a specified time limit. Extra points and an extra ship will be awarded if you succeed.

The pirate craft have activated all planetary defence systems which you will have to negotiate as well as the pirates themselves. If you fail to reach the depot within the time limit or the value of your retrieved cargo is insufficient you must forfeit one of your Cybernoid ships.

## CONTROLS

Default control keys are as follows or use a joystick:

Left - **O**  
Right - **P**  
Up - **Q**  
Fire - **SPACE**  
Pause - Press **CAPS SHIFT & SYMBOL SHIFT** (Spectrum)  
**CTRL P** (Atari, Amiga, Amstrad, C64)  
To abort press **5, 6, 7, 8, 9** and **1** simultaneously.

## GAMEPLAY

When a pirate craft has been destroyed it will drop its cargo of stolen objects. Manoeuvre your ship over the object to retrieve it. Certain objects will alter the appearance of your ship; these objects offer external weaponry that can be utilised on difficult screens. Occasionally, when a pirate craft is destroyed it will drop a yellow canister. This canister, when retrieved, will increase the amount of the currently selected weapon by one.

## DISPLAY PANEL

From left to right the display panel selections are as follows:

1. Displays the number of ships left.
2. The top number shows your current score. The bottom number shows the value of cargo you have retrieved on the current level.
3. Displays the current weapon mode in text. Number on the left shows the amount of the current weapon that you have. Number on the right is the maximum storage capacity for the current weapon.
4. The coloured graph gives an indication of how much time you have to reach the end of level depot. When the graph has totally disappeared your time limit has expired.

## WEAPON MODES

Keys **1, 2, 3, 4** or **5** select your ship's weapon modes:

- 1 - **BOMBS** - Destroy large defence emplacements.
- 2 - **IMPACT MINES** - When placed at strategic points on the screen halt pirate craft.
- 3 - **DEFENCE SHIELD** - Temporarily renders your ship invincible.
- 4 - **BOUNCE BOMBS** - Bounce around the screen destroying any emplacements they touch.
- 5 - **SEEKER** - Tracks down its quarry.

Hold **FIRE** button down to activate the selected weapon.

## CREDITS

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